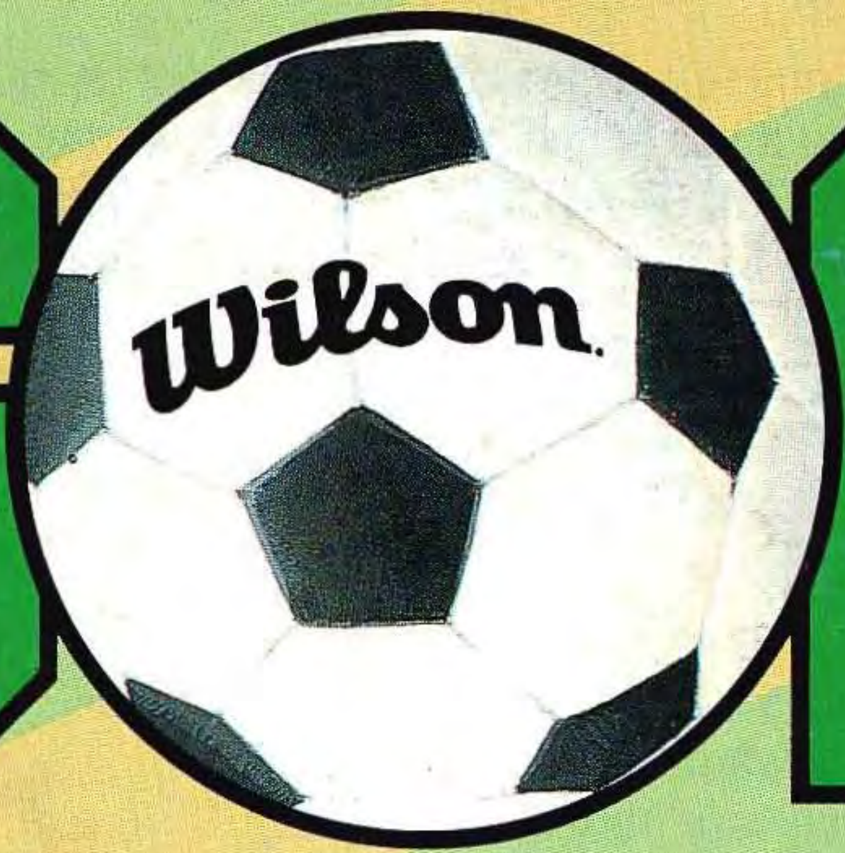
NES-JG-USA ★

JALECO™

GOAL!™



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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

THANKS FOR BUYING GOAL! FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NFS.

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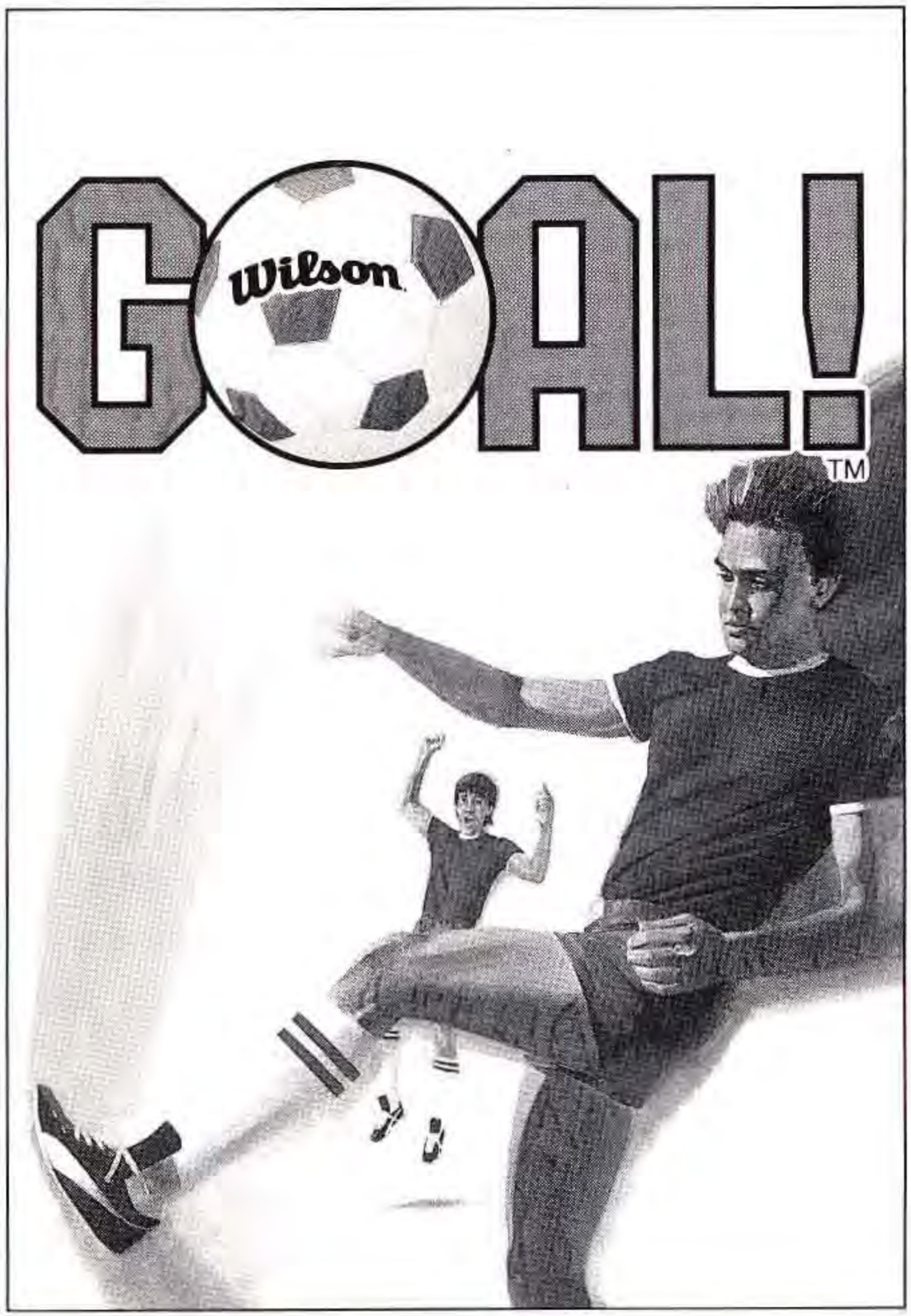


GOAL!—THE GAME

Time is running out. Nobody expected your team to be in this final game, let alone tied with the tough national team from Argentina. As the seconds tick away, the crowd's cheers grow to a deafening roar. The clock is down to under two minutes. Your team has to make its move now!

Your winger slips the ball past the Argentinian defender. He sees you open in the middle and places a perfect pass at your feet. This is your last chance, can you make this shot count?

Goal! is an extremely realistic one or two player soccer game. A player can play against the computer, a friend, or cooperatively with a friend against the computer.

A player can choose one of 16 countries and compete in World Cup competition, or choose one of eight American professional teams and compete in a three-round tournament. Goal! also has a "shoot" competition where players compete against a goalie and two defenders.

In World Cup and Tournament mode each team will have 11 players: 3 forwards, 3 midfielders, 4 defenders and 1 goalkeeper. The forwards' main role is offense. The midfielders' play both on offense and defense; wherever the action is. Defenders, as their name indicates, play defense.

Each player has been given a rating in seven different skill categories: dribbling, kicking power, running speed, tackling ability, shooting ratio, marking (covering a certain player on defense), and ballkeeping ability. The goalies are also rated in jumping, blocking and catching ability.

OPTIONS

To play a game of Goal!, select one or two players and press "start." Then, you may choose your options by moving the soccer ball cursor next to your desired choice. Press the 'A' button to select.

THE WORLD CUP (1 or 2 players)

Goal! allows you to participate in an actual simulation of the World Cup. Play one of 16 national teams and try to win amateur soccer's most glorious prize: the World Cup!

You can play in the World Cup by yourself, or team up with a friend, and see how far you can advance your team.

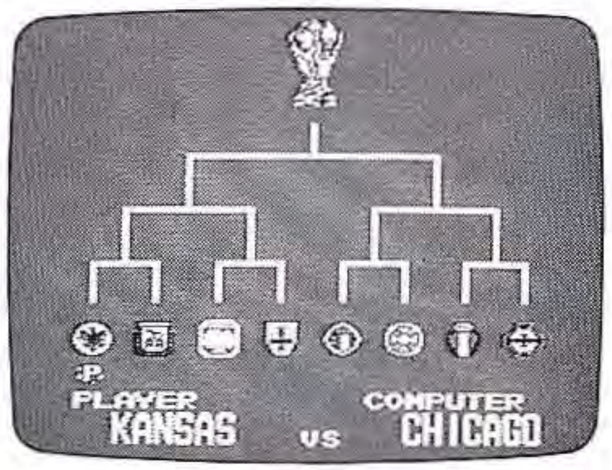
1st Round: Teams are divided into four groups: Zones A, B, C, and D. A team must play each opponent within its zone once. The two teams in each zone with the best records will advance to the 2nd round (Zone E or F).

2nd Round: The E and F Zones have two first place teams and two second place teams from Zones A-D. Once a player reaches the E or F zone, he must play each opponent in that zone once, with the top two teams from each zone advancing to the semifinals.

Semifinals: The Semifinals has the 1st and 2nd place teams from Zones E and F. The 1st place team from Zone E plays the 2nd place team from Zone F. Subsequently, the 1st place team from Zone F plays the 2nd place team from Zone E. The two winners advance to a one-game final.

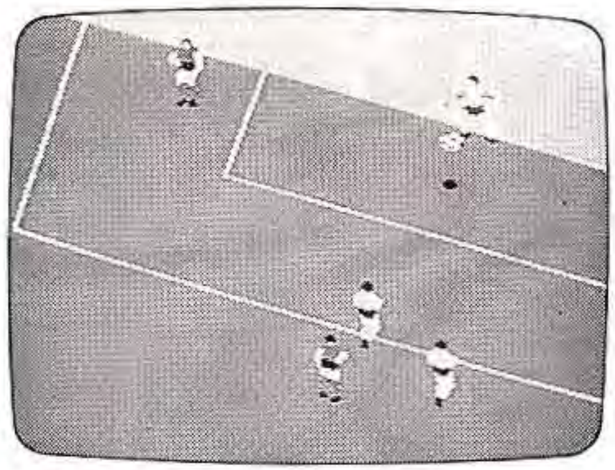
Win in the finals and receive a victory celebration in honor of winning the Cup.

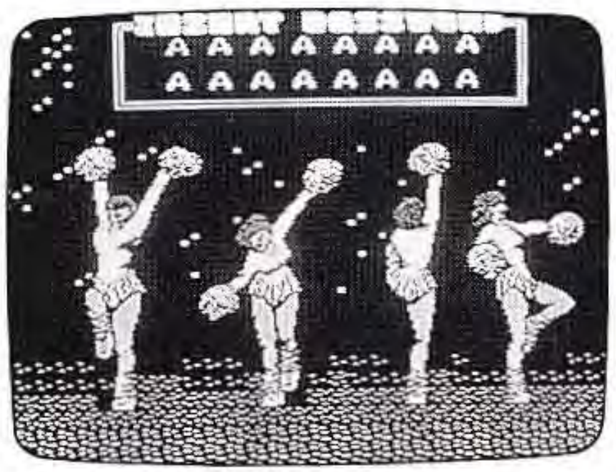
PRO TOURNAMENT (1 or 2 players)
Choose one of eight professional American teams and play in a single-game elimination tournament. Tournament mode, like World Cup mode, can be played one player vs. the computer, or two players cooperatively vs. the computer.



TEAMS

Kansas	Atlanta
Chicago	Boston
Dallas	New York
Los Angeles	Miami





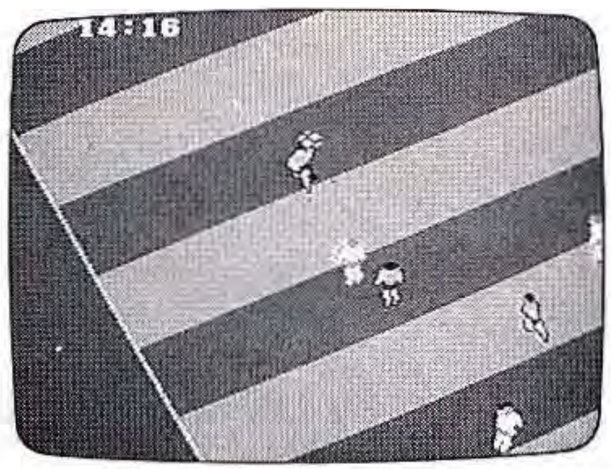
SHOOT COMPETITION (1 or 2 players)
Choose one of three players and compete vs. a goalie and two defensive players. You get five tries to dribble the ball past the defenders and score. After five attempts, another player can try to beat your score.

VS MODE (2 players only)
Compete vs. a friend in a one-game match using one of the 16 international teams.

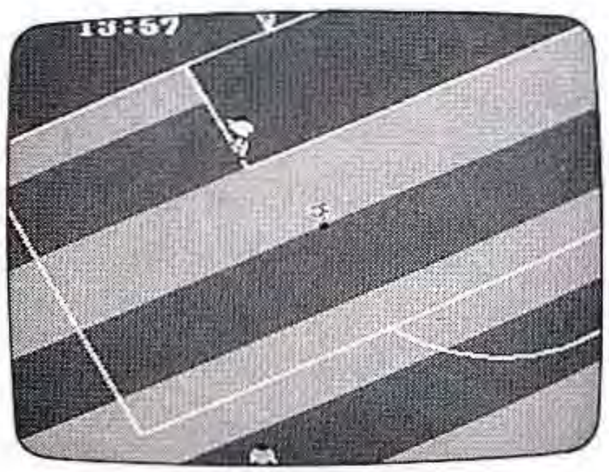
CONTINUE (1 or 2 players)
Continue with your international team in World Cup competition. Enter a 16-letter password to pick up where you left off in the competition. The CONTINUE mode can also be used when you and a friend play

cooperatively vs. the computer. In the American 'Pro' Tournament, your team will automatically continue on when it wins. There are no passwords given in the American Tournament.

SOME TERMS YOU SHOULD KNOW

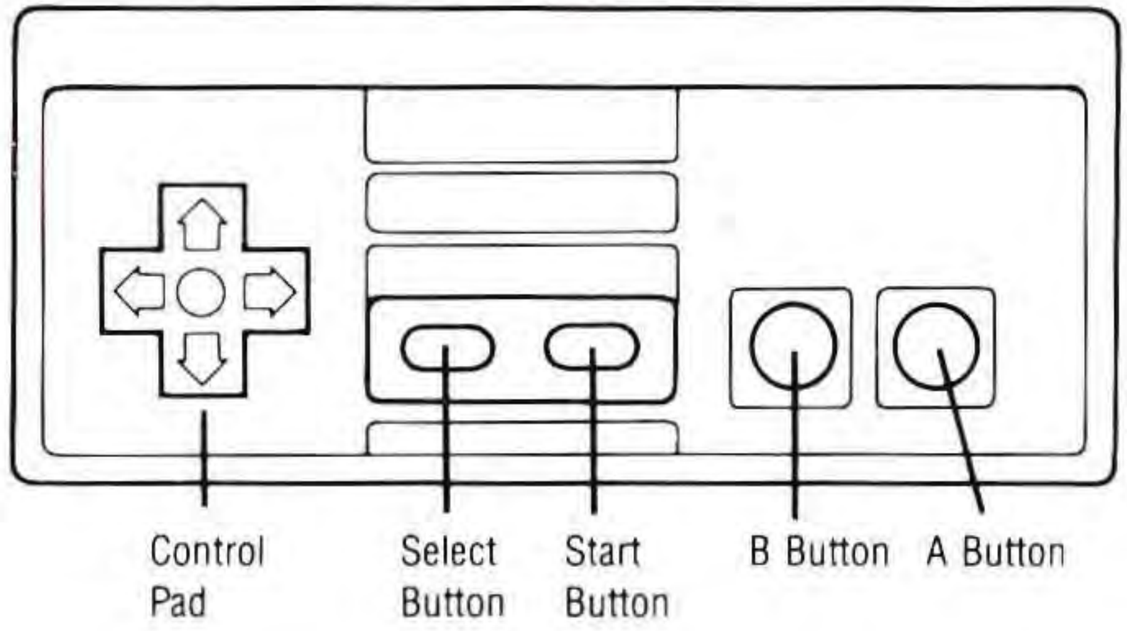


SIDELINE



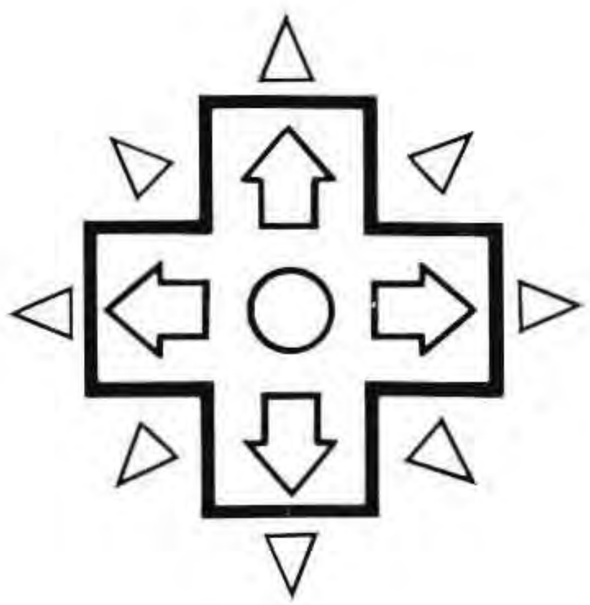
ENDLINE

THE CONTROLLER



USING THE CONTROLLER

By using the directional controller in conjunction with the A and B buttons, you can control the shooting, passing, dribbling, tackling, and movement of your character(s).

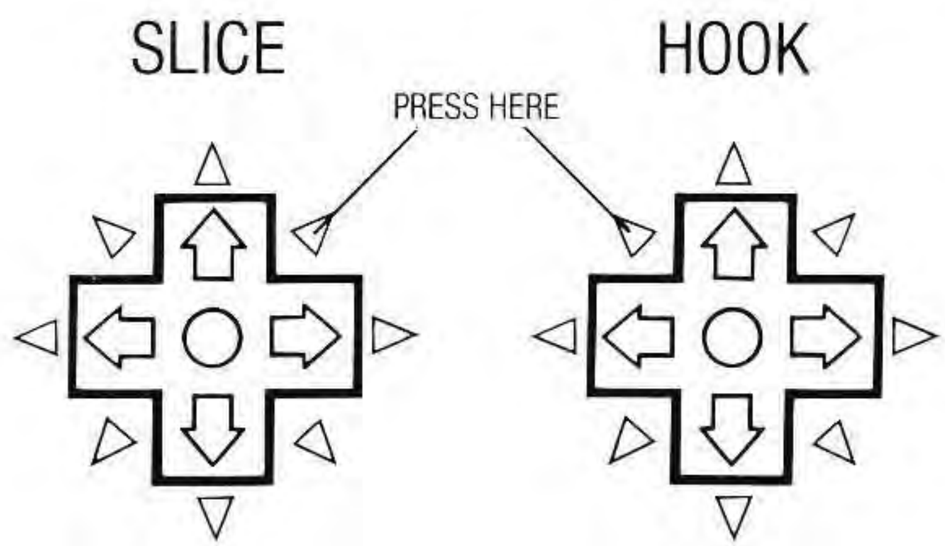


OFFENSE

DRIBBLING: Move the player with the ball using the directional controller. Weave the ballhandler back and forth to avoid defenders trying to take the ball away. This is accomplished by pressing the upper left and upper right diagonal arrows alternately.

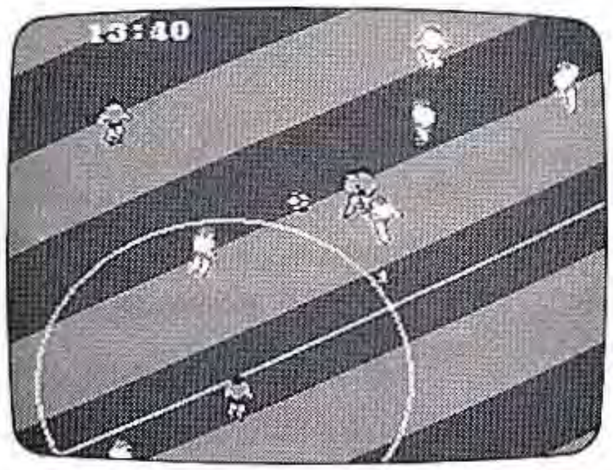
PASSING: Pass the ball using the 'B' button and the directional controller. Press B and the directional controller simultaneously.

SHOOTING: Shoot the ball by pressing the 'A' button and the directional controller simultaneously.



HOOKING AND SLICING: You can alter the direction of a pass or shot after the ball has been kicked. Once the ball has been kicked, hold the 'B' button and press the directional controller again. The ball's flight will be altered as follows:

BACK SPIN AND EXTENDING SHOTS: By holding the 'B' button and pressing the down arrow after the ball has been kicked, you can put backspin on your shot or pass causing it to slow down and stop. Likewise, by pressing the up arrow along with the 'B' button, you can extend the distance of a shot.



DEFENSE

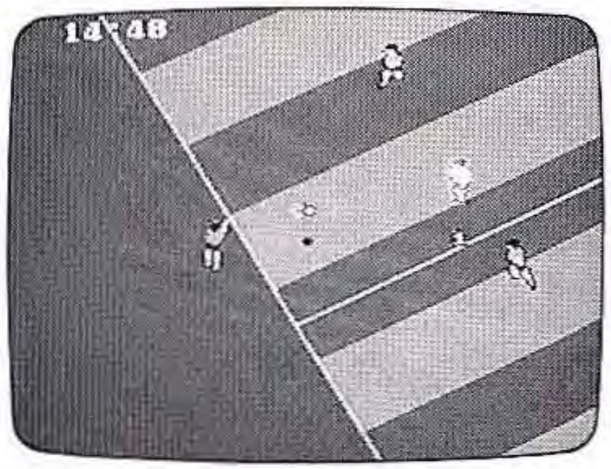
MOVING YOUR DEFENSIVE PLAYER: You only control one defensive player at a time, with the computer controlling the rest for you. To switch control to another player, press the 'B' button. The player you now control will have a #1 below his feet.

TACKLING OR TAKING THE BALL AWAY FROM YOUR OPPONENT: You have the ability to take the ball away from your opponent with a properly timed hook-slide. Move your defender close to the player with the ball and press the 'A' button and the directional controller simultaneously. If timed properly, your defender will slide towards the ball and

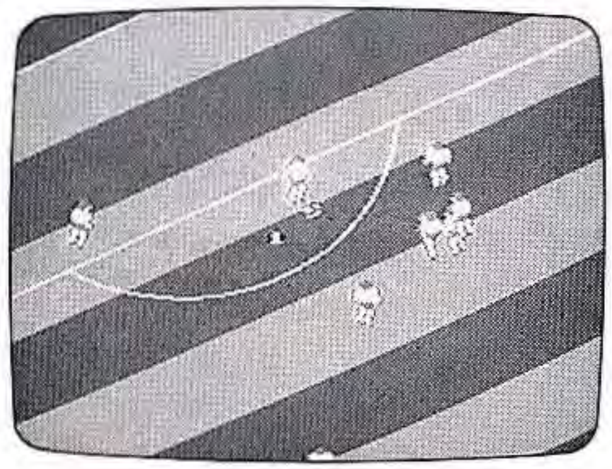
take it away from your opponent. Be sure to press the correct direction, so your defender slides towards the ball, rather than behind the ball.

GOAL KICKS, CORNER KICKS, AND THROW-INS

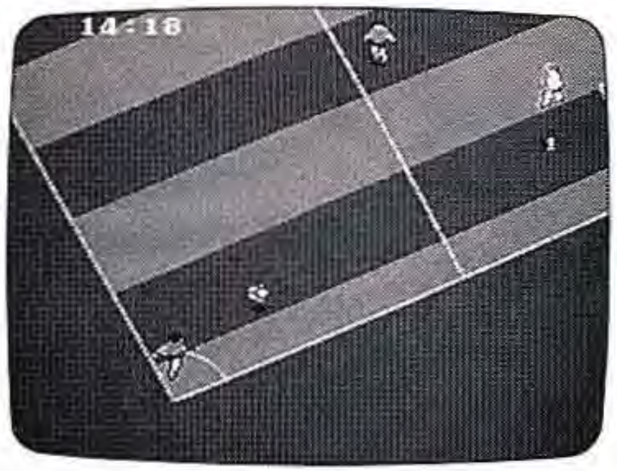
When a ball is kicked or headed out of bounds, one of the following things will happen:



THROW-IN: If the ball goes past the right or left sideline, the team that didn't touch it last will execute a throw-in, throwing the ball inbounds from where it went out of bounds. Press the 'B' button and the directional controller simultaneously to execute a throw-in.



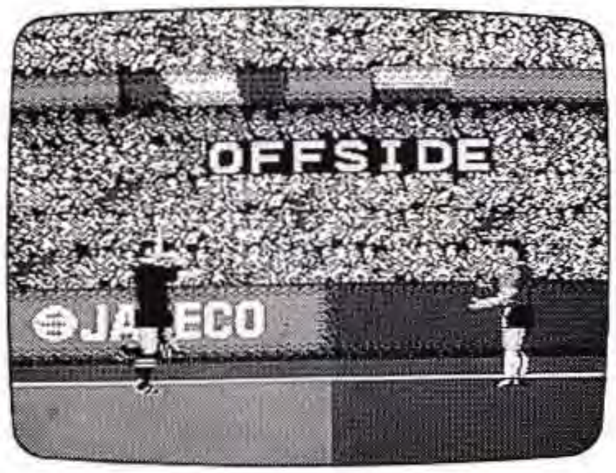
GOAL KICK: If the ball is kicked or headed over one of the endlines, and it is touched last by the team NOT defending the goal, the defending team's goalie gets a free kick from just in front of their own goal.



CORNER KICK: If the ball is kicked or headed over one of the endlines, and it is touched last by the defending team, the offensive team gets a free kick from the corner of the field where the ball went out of bounds.

PENALTIES

There are two possible penalties that will be called in Goal!:



OFFSIDES: While on offense, if one of your players moves past the last defender while not possessing the ball, and then the ball is passed to him, he will be called for "offsides."

TRIPPING: While on defense, if one of your players tackles an opponent from behind, he might be called for "tripping."

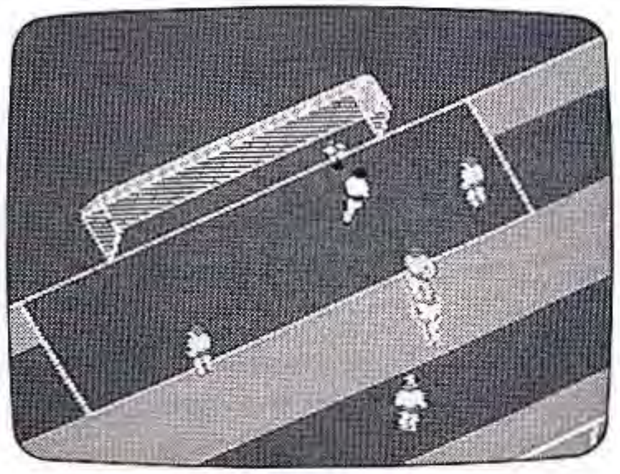
In either case, the referee whistles a penalty, and the ball is given to the other team.

Like in real soccer, a penalty will be called if the referees see it. There are no guarantees that when an infraction is committed, a penalty will be called.

HEADING THE BALL

One of the trickier moves to master is heading the ball. Heading the ball can be accomplished by positioning your defender under the flight path of a kicked ball. As the ball is descending, press the 'A' button and the direction you wish to head the ball. You must wait for the ball to be directly over your defender to successfully head the ball. Also, the ball must be low enough in its flight for your player to reach it with his head.

With practice, you'll be able to head the ball towards your teammates or even into the opponent's net!



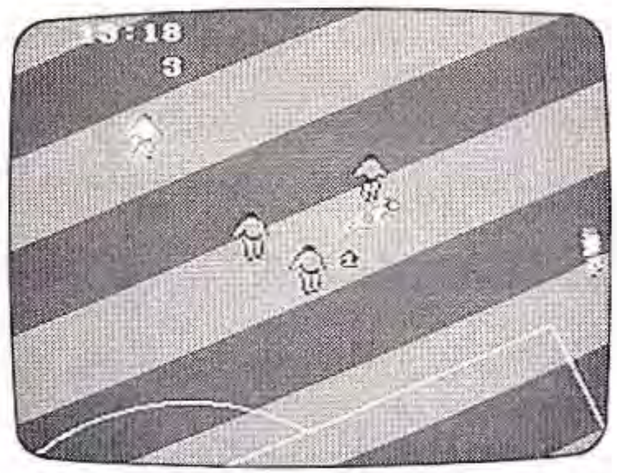
WINNING AT GOAL!

Like in soccer, the team that scores the most in Goal! wins. And scoring goals takes a lot of skill, and a little luck. As you advance in World Cup competition or in the professional tournament, your opponents will get much tougher. They will move quicker, they will play tougher defense, and they will be more organized on offense.

There are two keys to winning at Goal! Playing strong defense and shooting high percentage shots on offense.

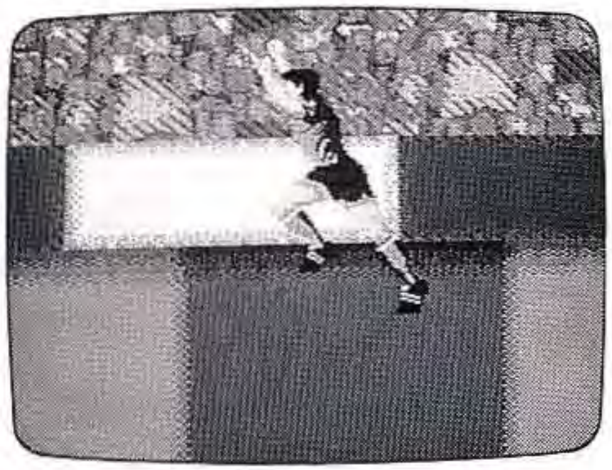
The computer is very organized on offense and will pass the ball quickly and accurately among its players. The computer will move the ball upfield towards your goal, trying to keep the ball away from your defenders.

It's important to keep a defender between your goal and the computer's offensive player. If the computer moves past the defender you are controlling, switch your control to one of your other defenders. Some of your defenders are quicker than others and can chase down the computer ballhandler from behind. But the computer player passes the ball upfield so quickly, it is usually safer to switch to another defender, rather than trying to chase down the player from behind.



The only way to take the ball away from your opponent is hook-sliding into the ballhandler or to intercept an errant pass. For this reason, mastering the hookslide is essential.

Hooksliding can be accomplished from any angle. The key is anticipating where the ballcarrier is going with the ball and try to slide into him, rather than behind him.



Soccer is not a high scoring game, so you have to make every shot on your opponent's net count. Increase your chance of putting the ball in the goal by slicing or hooking the ball away from the goalie. Wait for the goalie to come forward while trying to stop your shot; then hook or slice the ball to either corner of the net.

Your players also have the ability to make diving headshots when in front of the opponent's goal. The ball must be in the air, and a slight distance away from the player. The diving headshot is accomplished with the same controls used in heading the ball.

OTHER HINTS

When your goalie is executing a goal kick, make sure none of your opponents are in front of him. Your opponents could head the goal kick right back into your net if you're not careful.

Try to avoid passing the ball in front of your own net. When the ball is by your net, get it downfield as quickly as possible.

In the later rounds of the World Cup, the computer team moves much quicker and is very good at hooksliding. A safe strategy is shooting the ball as far upfield as possible and trying to hook or slice the ball towards one of your teammates. It's a more effective strategy than trying to slowly move the ball upfield by dribbling and passing.

HOW TO USE RATING CHARTS

In the upper left corner of the game screen, a number will appear when a player has the ball. This is the player's uniform number. It's important to learn the players on your team and their individual strengths and weaknesses.

Look at the sample chart that follows. If you were controlling TEAM USA on offense, you would be trying to get the ball to #10, your best shooter and the fastest player on the team. If #10 isn't open, your 2nd choice would probably be the midfielder, #7.

Special note: Some charts represent both World Cup and American Pro teams.

USA

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	8	9	2	2	1	2
10	FW	9	10	10	1	3	1	3
9	MF	6	7	7	2	1	1	1
8	MF	7	7	7	1	1	1	2
7	MF	8	8	9	2	3	2	2
6	MF	6	7	7	1	1	2	1
5	DF	6	6	7	2	0	1	1
4	DF	7	8	7	1	1	2	2
3	DF	6	5	8	3	0	2	3
2	DF	5	6	6	2	0	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	8	7	3	2	1	3

RATINGS

Player Ratings—Definitions (with range)

Dribble—(0-10) The player's ability to move with the ball

Kicking Power—(0-10) The strength of the player's kick.

Speed—(0-10) Player's running speed.

Tackle—(0-3) Player's ability to hookslide and take ball away from an opponent.

Shoot Ratio—(0-3) Percentage of shots on goal that score.

Mark—(0-3) On defense, the player's ability to recognize the most dangerous offensive threat on the opposing team, and guard him.

Ball Keep—(0-3) The ability to dribble the ball past defenders.

SHOOT COMPETITION

PLAYER	KICK	SPEED	COMMENTS
Hansen	2	2	Consistent speed and power
Roko	1	3	Very fast. Good ball handler
Juarez	3	2	Good speed. Very powerful kick

ARGENTINA OR KANSAS

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	8	9	2	2	1	2
10	FW	9	10	10	1	3	1	3
9	MF	6	7	7	2	1	1	1
8	MF	7	7	7	1	1	1	2
7	MF	8	8	9	2	3	2	2
6	MF	6	7	7	1	1	2	1
5	DF	6	6	7	2	0	1	1
4	DF	7	8	7	1	1	2	2
3	DF	6	5	8	3	0	2	3
2	DF	5	6	6	2	0	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	8	7	3	2	1	3

HOLLAND OR CHICAGO

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	8	9	9	1	3	2	2
10	FW	8	8	8	2	3	2	3
9	MF	7	6	7	1	2	1	2
8	MF	6	5	6	2	1	2	2
7	MF	7	7	8	1	1	1	2
6	MF	5	5	6	2	1	2	1
5	DF	7	6	8	2	2	1	2
4	DF	7	6	7	2	1	1	2
3	DF	8	8	8	3	1	2	3
2	DF	6	7	8	2	2	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	7	8	7	3	2	2	3

DENMARK OR DALLAS

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	6	7	1	3	0	1
10	FW	7	7	8	2	3	1	2
9	MF	6	6	6	1	1	2	2
8	MF	8	7	9	3	3	2	3
7	MF	6	6	6	2	2	1	2
6	MF	5	5	6	2	1	2	1
5	DF	6	4	7	1	1	2	1
4	DF	5	5	6	2	0	3	1
3	DF	6	6	6	2	0	3	2
2	DF	6	7	8	3	0	2	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	7	6	3	1	1	3

USA

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	8	9	2	2	1	2
10	FW	9	10	10	1	3	1	3
9	MF	6	7	7	2	1	1	1
8	MF	7	7	7	1	1	1	2
7	MF	8	8	9	2	3	2	2
6	MF	6	7	7	1	1	2	1
5	DF	6	6	7	2	0	1	1
4	DF	7	8	7	1	1	2	2
3	DF	6	5	8	3	0	2	3
2	DF	5	6	6	2	0	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	8	7	3	2	1	3

BRAZIL

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	8	7	9	2	1	1	2
10	FW	8	9	8	2	3	1	2
9	MF	6	6	7	1	2	1	1
8	MF	7	7	7	2	1	1	1
7	MF	8	10	9	2	2	2	3
6	MF	6	9	7	3	2	3	3
5	DF	6	6	6	3	0	0	1
4	DF	6	7	7	2	0	2	2
3	DF	7	9	9	3	2	3	3
2	DF	6	6	7	2	0	1	1
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	8	7	3	3	1	3

SPAIN

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	6	8	8	2	2	1	2
10	FW	6	7	7	1	2	1	1
9	MF	5	8	6	3	1	1	2
8	MF	7	7	8	2	2	2	3
7	MF	6	6	7	1	1	1	2
6	MF	7	6	7	2	1	1	1
5	DF	6	7	6	1	2	2	2
4	DF	5	6	6	2	1	1	3
3	DF	6	7	6	2	0	2	1
2	DF	5	7	6	3	1	3	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ARILITY	BALLKEEP
1	GK	7	7	6	3	1	2	3

ALGERIA OR L.A.

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	8	8	8	2	3	3	2
10	FW	6	7	7	2	2	1	1
9	MF	6	5	6	1	1	2	2
8	MF	5	6	5	1	2	1	1
7	MF	8	9	9	3	3	2	3
6	MF	6	7	7	2	2	1	1
5	DF	5	6	6	1	1	1	1
4	DF	6	6	7	2	2	1	2
3	DF	5	6	6	2	2	2	2
2	DF	5	5	6	2	1	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	8	8	8	3	2	2	3

USSR

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	8	9	1	3	0	2
10	FW	7	7	7	2	1	1	1
9	MF	9	8	10	2	2	1	2
8	MF	8	7	8	1	2	2	3
7	MF	5	6	9	1	2	1	2
6	MF	5	7	8	2	1	1	1
5	DF	7	8	9	3	2	2	3
4	DF	5	7	8	2	2	2	2
3	DF	6	7	7	3	1	3	3
2	DF	7	7	8	2	1	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	10	10	10	3	3	3	3

ENGLAND OR ATLANTA

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	7	8	1	1	1	1
10	FW	8	10	10	3	3	3	3
9	MF	8	7	9	2	1	1	2
8	MF	6	6	7	1	1	2	1
7	MF	7	7	8	3	2	1	3
6	MF	5	6	6	1	1	1	1
5	DF	5	6	7	0	2	1	2
4	DF	5	7	6	1	1	2	2
3	DF	4	8	6	2	0	2	3
2	DF	5	7	7	3	0	2	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	6	8	8	3	1	1	3

ITALY OR BOSTON

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	7	8	8	2	3	1	2
10	FW	8	9	9	3	2	1	3
9	MF	6	6	7	2	3	2	1
8	MF	7	7	9	2	2	1	2
7	MF	7	9	8	3	0	3	3
6	MF	5	6	6	2	1	1	1
5	DF	6	6	7	2	2	3	3
4	DF	7	7	7	3	2	3	2
3	DF	8	7	8	3	1	2	3
2	DF	6	7	7	3	1	1	1
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	9	9	8	3	3	1	3

JAPAN OR N.Y.

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	6	7	7	2	2	1	2
10	FW	7	7	7	2	3	1	2
9	MF	6	6	6	1	2	1	2
8	MF	5	6	6	2	1	0	1
7	MF	6	5	7	1	2	1	1
6	MF	5	4	6	1	0	1	2
5	DF	4	5	5	2	0	1	1
4	DF	5	4	7	3	1	1	2
3	DF	5	6	6	3	0	2	1
2	DF	4	6	6	2	0	2	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	5	7	6	3	1	1	3

FRANCE OR MIAMI

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	6	7	7	1	2	3	2
10	FW	6	7	8	1	2	1	1
9	MF	8	10	9	2	3	2	3
8	MF	7	7	8	3	2	1	2
7	MF	6	8	7	2	1	2	2
6	MF	6	6	7	1	1	3	1
5	DF	6	5	6	1	1	2	2
4	DF	5	7	7	2	0	2	2
3	DF	6	8	6	2	0	2	3
2	DF	6	6	8	3	0	3	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	7	7	6	3	2	2	3

WEST GERMANY

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	9	8	9	2	2	1	2
10	FW	8	8	8	1	3	0	2
9	MF	6	6	7	1	3	0	1
8	MF	6	7	7	2	2	1	3
7	MF	8	8	8	3	1	3	2
6	MF	6	6	7	2	1	2	2
5	DF	5	8	5	2	0	2	2
4	DF	5	5	6	3	0	1	1
3	DF	6	6	7	3	1	2	2
2	DF	8	7	8	3	0	3	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	7	7	6	3	2	2	3

POLAND

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	6	6	6	1	1	1	2
10	FW	6	7	7	1	2	0	1
9	MF	8	10	8	3	3	3	3
8	MF	7	7	8	1	2	1	2
7	MF	6	5	7	1	1	2	1
6	MF	6	7	6	2	1	1	2
5	DF	6	6	6	2	0	2	2
4	DF	7	6	6	1	0	2	2
3	DF	5	7	7	3	0	1	3
2	DF	7	6	8	3	0	3	2
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	5	10	6	3	1	2	3

BELGIUM

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	6	7	9	2	1	1	2
10	FW	7	6	7	1	2	1	1
9	MF	5	5	6	2	3	2	2
8	MF	6	8	8	2	2	3	1
7	MF	7	7	7	1	1	2	2
6	MF	6	6	8	0	1	1	1
5	DF	6	8	7	2	1	2	2
4	DF	7	8	8	3	2	3	3
3	DF	5	6	7	2	0	3	2
2	DF	6	6	7	1	0	3	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	8	8	6	3	2	1	3

URUGUAY

PLAYER #	POSITION	DRIBBLE	KICKING	SPEED	TACKLING ABILITY	SHOOT RATIO	MARK	BALLKEEP
11	FW	9	8	9	2	2	1	2
10	FW	8	8	8	1	3	0	2
9	MF	6	6	7	1	3	0	1
8	MF	6	7	7	2	2	1	3
7	MF	8	8	8	3	1	3	2
6	MF	6	6	7	2	1	2	2
5	DF	5	8	5	2	0	2	2
4	DF	5	5	6	3	0	1	1
3	DF	6	6	7	3	1	2	2
2	DF	8	7	8	3	0	3	3
GOALIE	POS	JUMPING	KICKING POWER	SPEED	TACKLING	BLOCKING ABILITY	CATCHING ABILITY	BALLKEEP
1	GK	7	7	6	3	2	2	3

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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